



We Begin!
Late Winter 1900

XVIII
2005?

TROOP PLACEMENT

AUSTRIA (Nichols): A Bud, A Vie, F Tri
ENGLAND (Anderson): A Lpl, F Edi, F Lon
FRANCE (Boyum): A Mar, A Par, F Bre
GERMANY (Haffey): A Ber, A Mun, F Kle
ITALY (Copeland): A Rom, A Ven, F Nap
RUSSIA (R. Fisher): A Mos, A War, F Sev, F StP(sc)
TURKEY (Shacklett): A Con, A Smy, F Ank

For what it's worth, Fisher got his first choice uncontested, Haffey won a two-way roll-off for his first choice, and Anderson a three-way roll-off to get his first choice. Boyum got his second choice on a two-way roll-off. Shacklett got his 3rd choice uncontested. Nichols got his 4th choice uncontested. This left Copeland (no preference) with Italy.

Orders for Spring 1901 are not due until the September issue to give y'all a chance to negotiate. However, if all want to start next time, we'll do that. Just send your orders and a statement to the effect you want to start in August. Either way, Press will be accepted though you may want to specify if the press is pre-Spring or Spring press.

BOURSE

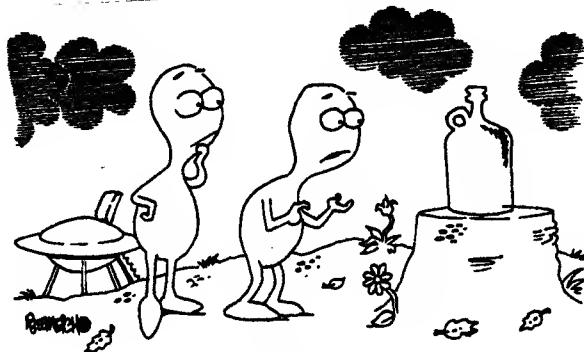
"Clearwine?"

Each player starts with \$1000 American and can invest in the seven currencies of the seven powers in "Boris XVIII". Each currency is valued at the number of supply centers its nation holds. So all currencies except the ruble start at \$3. The ruble starts at \$4.

Example: SoGMAp buys 300 marks (-3*300) and 25 francs (-3*25) leaving \$25. If France gained 3 centers and Germany 2 (clearly she anticipated the opposite), SoGMAp would be worth (300*5 + 25*6 + 25 = \$1675 at the end of 1901.

Trading only occurs at Gamestart and Fall/Winter moves thereafter, (the Bourse is closed after the Spring move to prevent panic selling). Of course the richest player at the end of "Boris XVIII" wins.

Methinks, we need at least 6 non-players (spouses of players aren't eligible either, sorry Andersons) to be worth doing this. However, I could come up with some restrictive rules (some percentage must be held in national shares or \$) if the players (and spouses) want to join in. Ideas are solicited.



MACHIAVELLI
French Bribe!
Spring 1521

2003 D
pw10

Ragnocitti: The Turk appears to be withdrawing to form a defensive perimeter around HUN. Pope David will find himself considerably undermanned this year due to deep French pockets. The Austrian Navy is beginning to take advantage of its superior position.

TROOP MOVEMENTS:

Papal A BOL retreats to g. Turkish A HER retreats to BOS. Turkish A TYR retreats to g. Turkish A VER retreats to TRE. Austria (40d) receives 1d from France and maintains all but F IS (-39d). France (49d) maintains all but A COMO, CRE & TUR (-24d), donates 1d to Austria (-1d). Papacy (32d) maintains all (-24d). The Turk (31d) maintains all but G TYR (-27d), then builds A HUN (-3d).

AUSTRIA (Wilson, 2d): F WM-GoL, F Rag S F Otr-LA, F Otr-LA, F LA-Anc, F Cap S A Rome, F Cor S F WM-GoL, A Aqu S F LA-Anc, F TS C A Nap-Sie, A Rome H, [A Her-Dal], A Bari H, A Nap-Sie, F Sar S F WM-GoL;

FRANCE (Scott, 0d): Bribe PAP F Pisa & A Luc to disband (-24d). A Mil S A Tyr, A Ber-Trent, A Ver S A Ber-Trent, F LS-Pisa, A Man S A Mod, F GoL-LS, A Mod S A Man, [A Tyr B1](ntb).

PAPACY (Anderson, 8d): F Pat S A Per-Rome, [A Per-Rome], [F Ven-UA], [A Luc H](nsu), A Urb-Bol, [F Pisa S A Luc](nsu), A Are-Flo, G Bol S A Urb-Bol;

TURKS (McConnell, 1d): A Fer-Pad, [F Dal-Her], [A Anc H](r-???), [F UA-LA], A Bol-Fer, A Bos-Cro, A Tre S A Fer-Pad, A Aus S A Hun-Sla, A Carin-Car, A Hun-Sla.

Orders in brackets fail. b = besieged, d = destroyed, imp = impossible, no = not owned, nso = not so ordered, nsu = no such unit, ntb = nothing to besiege, otb = off the board, otm = on the move, R = Rebellion, r-?? = must retreat otb or elsewhere, u = unordered.

Turk A Anc must retreat otb or to g, SPO or URB.

Orders for Summer 1521 are due next time. And Press. Ms Nar demands Press.

EMBASSY BEAT

TURK-FRANCE THANKS AGAIN PAL BUT JUST DOING THE SAME OLD BORING STUFF. HO HUM.

SEE "O ESTEEMED GM" There's some of what it cost me two turns ago to get that convoy... course it was suppose to be 20d, but I sort of forgot the 0 part of it....

France to Austria, ok, let's see how this goes....

Papacy in exile to Austria and Turkey: It is good to know that you decide to give the game to France to just fight me. I feel special.



Gurboat MACCHIAOELLI
Bribery Finishes Milan!
FALL 1456

2004A
pw1Q

TROOP MOVEMENTS:

Milanese A TUR retreats to SWI. Neopolitan F LA retreats to BARI.

AUSTRIA (0d): [A Mil-Carin](nlo), [A Car S A Mil-Carin](r-??), A Sla-Aus, A Tyr S A Sla-Aus;

FRANCE (1d): [F Sar-TS], [A Salz-Tur], [F Pro-Sav], A Avi S A Tur-Swi, A Tur-Swi;

MILAN (4d): A Ver-Man, [A Swi-Tur], A Mon S A Swi-Tur, [A Sav S A Swi-Tur], A Gen H, [A Ber-Mil];

NAPLES (0d): F Aqu S F Bari-LA, F Otr S F Bari-LA, F Pto S F LS, F Bari-LA, F TS H, [F IS S F Bari-LA](r-??), F Pal S F TS, F LS S F TS;

PAPACY (1d): A Pisa-Pis, [A Flo S A Pisa-Pis], [F Urb-Bol], A Per H, F Anc S NAP F Bari-LA;

TURKS (12-12d): Donates 12d to Venice. [F LA-Otr](r-??), F Dur-IS, F CM S F Dur-IS, F Alb-Rag, [F WM-TS];

VENICE (6+12-18d): Accepts 12d from the Turks, bribes Austrian A Mil to defect (-18d). A Trent S A Car-Mil, A Fri S F UA-Car, F Dal-Cro, [A Bol-Flo], A Carin-Mil, F UA-Car, F Ven-UA, A Mil-Cre;

AUTONOMOUS: Fer Luc Man Mod Mon Pio Salz Sav Sie Tur

Orders in brackets fail. b = besieged, C = convoy, d = destroyed, imp = impossible, nlo = no longer owned, no = not owned, nso = not so ordered, nsu = no such unit, otb = off the board, otm = on the move, r-?? = must retreat otb or elsewhere, u = unordered.

Austrian A CAR must retreat otb or to CARIN, IST, or SLA. Neopolitan F IS must retreat otb or to GoN or MES. Turk F LA must retreat otb or to ALB, DAL, or HER.

Control Chart: (Variable Income Roll is "2")

AUS (0+10+2d): carin HUN TYR -Mil sia -Swi +AUS = 3C

FRA (1+13d): AVI MAR pro Pav Sar Cor -sav +salz +tur = 5C

MIL (4+18d): como -CRE for par gen man mon -tur +ber +sav +Swi = 1C = OUT

NAP (0+19d): aqu BARI cap NAP MES otr PAL sal +pio = 4C

PAP (1d+20d): ANC -BOL ROME spo Flo Pisa Are +PER +pis +urb = 6C

TUR (0d+17*d): ALB bos DUR her TUN Rag = 4C

VEN (0d+30*d): -ber DAL? fri PAD TRE VEN ver -Aus Car Cro Bol ist? Trent +Cre +Mil = 10C?

Autonomous: Fer Man Mod Mon Luc Pio Salz Sav Sie Tur

* If Turk F LA retreats to DAL, then Turks +2d and Venice -2d.

* If Austrian A CAR retreats to IST, then Austria +1d, Venice -1d.

£ If Austrian F IS retreats to GoN, then Austria +1d.

Orders for Spring 1457 are due next time. And Press. Ms Nar craves Press. Game transcript and map are on the website.

EMBASSY BEAT

Ferrara to Savoy: Nothing out of the ordinary.

4



COLONIAL DIPLOMACY
"Wide Open Spaces"
1876

2003I
ea07

MIRKWOOD: Despite losing two fleets and two centers, Britain had a net gain of centers and is poised perilously close to the magic 16 needed for victory. Fortunately for the rest of the world, the next four won't be easy. The Turks should soon have mastery of the Med and thereafter the Red Sea and Persian Gulf. Japan is already ensconced in the Northern Pacific and will be contesting the Dutch for the southern seas. France is forming a compact cluster of centers in Indo-China but can only survive at the good will of China. The Taar needs a better plan than pitiful pleas for mercy and random support for neighboring units. Both he and the Celestial Emperor have a common problem in Nippon and perhaps an accomodatio can be made.

TROOP MOVEMENT

BRITAIN (Nichols): [A Ben-U.Bur], A Afq S A Pun-Kam, A Pun-Kam, [F Kar-Per], F GoM-Cey, [F Med-Egy](d), F RS-Sud, [F HK-SCS](d), F GoS-Ban(ec), F Mal S F GoS-Ban(ec);

CHINA (Paulson): [A Irik S JAP F OS-Via](nso), [A Mac-P.Art], [A Pek-Mac], A Ass S FRE A May-U.Bur, A Tib-Pun, [A Kam S A Tib-Pun](r-??), A Can S FRE F SCS-HK;

FRANCE (G. Wilson): A May-U.Bur, [A Ban H](r-??), F SCS-HK, F Ann H;

HOLLAND (Anderson): A Sar-Dav, F CS C A Sar-Dav, F JS-Sin, F Sum-EIO, F LP-MP, [F Ran-U.Burk;

JAPAN (Quigley): F SoJ S A Seo, A Seo H, F UP-For, F ECS S F UP-For, F OS-UP, *Vel S A Seo;

RUSSIA (Copeland): [A Syr-Egy], A Bak-Mos, A Ode S A Bak-Mos, F Bla S TUR F Con-Med, [A Vla S CHI A Mac-Seo](nso), [F P.Art S CHI A Mac-Seo](nso);

TURKEY (Boylum): A Tab S F Per, A Arm-Bag, F Con-Med, F Ang S F Con-Med, F Rum-Con, F Per H.

Chinese A KAM must retreat otb or to KAG or TIB. French A BAN must retreat otb or to CAM or NSAM.

Orders in brackets fail; d= destroyed, otb = off the board, nso = not so ordered, r-?? = must retreat somewhere, u = unordered.

Supply Center Chart:

BRI: Aden Bom Del -HK Mad -Sin Ben Egy Kar Mal +Ban +Cey +Kam +Sud

(12) Build 4

CHI: Can Pek Sha Sik Ass Kag Mon +Mac

(8) Build 1

FRA: Ann Coc Ton May +HK +U.Bur

(6) Build 2

HOL: Bor Java Sum New Ran Sar +Dev +Sin

(8) Build 2

JAP: Kyo Kyu Ota Tok Fuz Sak +For +Seo

(8) Build 2

RUB: Mos Ode Oms P.Art Vla -Mac -Seo

(5) Tear 11

TUR: Ang Bag Con Per Rum Tab

(6) Even

Due next time are retrats, builds/tears and orders for 1878. And press; Ms Nar craves press.

EMBASSY BEAT

Holland to England: The Dutch formally challanges the British monarch to a best 2 out of 3 Rock, paper scissors for control of Ceylon.

Russia to all: I can not believe this! Nobody wants a Russian Lackey? Nobody wants a toady? Nobody wants a slave to do their bidding? What else can I offer you folks in order to stay alive?

5

MAHARAJA

Turn 8

Pandyas Submit!

THE CAST:

Rudy Zodda: Green
Paul Barrett: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

Score: Yellow 44, Purple 22, Blue 17, Green 6.

Turn 8

BOARD:

Pandyas (0.5): 1A @ Kerala.

Marathas (2): 2A @ Gujarat, Oudh; 1A @ Andhra, Maharashtra.

Cholas (2): 1A @ Bijapur.

Sinhalese (2): 3A @ Mysore; 1A @ Karnataka, Lanka.

Rajputs (1): 1A @ Assam, Bhutan, Gandhara, Lahore, Kashmir, Malwa, Punjab, Sind.

Guptas: 5A,L @ Agra; 1A @ Bengal, Bihar, Bundelkhand, Magadha, Nepal.

Muslims: 4A @ Persia

Chandra and all Guptas except Bihar and Nepal go away.

Pandyas (0.5): Grow 1 pp. Hold.

Marathas (2): Grow 3 pp. Add 1A @ Maharashtra. 2A Oudh-Bundelkhand, 1A Gujarat-Khandesh

Cholas (2): Grow 0.5 pp. 1A Bijapur-Malabar.

Sinhalese (2): Grow 2.5 pp. Force pool empty, so no build. 3A @ Mysore-Kerala (Pandyas submit, 3 Sinhalese w-Mysore), 1A @ Karnataka-Golconda, 1A @ Lanka-Karnatak.

Rajputs (1): Grow 7 pp. Add 1A @ Assam & Sind. 2A Sind-Baluchistan, 2A Assam-Bengal-Bihar 6,1:4 -Gupta +1 VP), 1A Gandhara-Punjab-Delhi, 1A Punjab-Delhi-Agra, 1A Malwa-Oudh.

Guptas: Can't grow. Hold.

Muslims: 4A Persia-Baluchistan (6,4,4,1:6,2 -1 each, Rajput r-Punjab, -1 Muslim due to overpopulation).

Score: Yellow 44, Purple 23, Blue 17, Green 6.

TURN 9

Last Gupta becomes extinct.

BOARD:

Pandyas (1.5): 1A @ Kerala.

Marathas (2): 2A @ Bundelkhand, Maharashtra; 1A @ Andhra, Gujarat, Khandesh.

Cholas (2.5): 1A,(2A,L) @ Malabar.

Sinhalese (1.5): 3A @ Kerala; 1A @ Karnataka, Mysore.

Rajputs (0): 2A @ Bihar, 1A @ Agra, Bhutan, Delhi, Lahore, Kashmir, Oudh, Punjab.

Muslims (0): 8A Afghanistan, 2A @ Baluchistan.

Pandyas (1.5): Grow 1 pp. ...

Game transcript and map are posted on the website.



BRITANNIA

"Frisian"

Turns VIII & IX



The Cast: Nations in Italics are extinct, in parentheses are not yet in play.

A (Hann): *Romans, R-Bs, (Norsemen, Norwegians)*

B (Anderson): *Welsh, Jutes, (Normans)*

C (Buttita): *Brigantes, Caledonians, (Danes)*

D (Boylum): *Picts, Irish, Angles*

E (Frueh): *Belgae, Scots, Saxons, (Dubliners)*

Turn VIII (cont):

Board:

Welsh (B, 1): 2A @ Clwyd, Powys, York; 1A @ Cornwall, Devon, Gwent.

Brigantes (C, 2): 2A @ Cumbria, Galloway.

Picts (D, 2): 3A @ Alban; 2A @ Skye; 1A @ Mar, Moray.

Caledonians (C, 2): 2A @ Caithness; 1A @ Hebrides.

Irish (D, 2): 2A @ Chester, Downlands, Gwynedd; 1A @ Dyfed.

Scots (E, 0): 2A Strathclyde; 1A @ Irish, Orkneys.

Saxons (E, 2): 3A @ Lindsey; 1A @ Avalon, Essex, Hwicce, Kent, S Mercia, Sussex, Wessex.

Angles (D, 1): 4A @ Lothian; 2A @ Pennines; 2R @ Fristan; 1A @ Bernicia, Dunedin, Norfolk, North, Strathclyde.

Angles (1): Grow 4.5 pp. Add 1A @ Norfolk. 2R @ Fristan-Suffolk, 1A @ Norfolk-Suffolk-N Mercia. 4A @ Lothian-Strathclyde (5,5,3,2:6,3 -2 Scots, -1 Angle), 1A @ North-Lothian.

Score: 1(45), 0(37.5), 2(37), 0(31), 0(27)

Turn IX

Board:

Welsh (B, 1): 2A @ Clwyd, Powys, York; 1A @ Cornwall, Devon, Gwent.

Brigantes (C, 2): 2A @ Cumbria, Galloway.

Picts (D, 2): 3A @ Alban; 2A @ Skye; 1A @ Mar, Moray.

Caledonians (C, 2): 1A @ Caithness, Hebrides.

Irish (D, 1.5): 2A @ Chester, Downlands, Gwynedd; 1A @ Atlantic, Dyfed.

Scots (E, 1): 1A @ Dalriada, Orkneys.

Saxons (E, 2): 3A @ Lindsey; 1A @ Avalon, Essex, Hwicce, Kent, S Mercia, Sussex, Wessex.

Angles (D, 1): 4A @ Strathclyde; 2A @ Dunedin, Pennines; 2R @ Suffolk; 1A @ Bernicia, Lothian, Norfolk, N Mercia. Oswiu?

Bretwalda may be elected. B casts 1 vote for the Angles. C casts 2 votes for Angles. D casts 6 votes for Angles. E casts 8 votes for the Saxons. Angles are Bretwalda (+2 DVP).

Welsh (B, 1): Grow 3.5 pp. Add 1A @ Powys. 2A York-March-Powys, 3A Powys-Gwynedd, 1A Chwyd-Gwenedd (4,3,2,1:6,5 -2 Welsh, 2 Welsh r-Powys).

Brigantes (C, 2): Grow 1.5 pp. Add 1A @ ...

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, # = attack by/against cav/legion

Current map and transcript can be found on the website.



BLACKBEARD

Turns 22-32



THE CAST:

1. (Barrett) Portugues: Sloop
2. (Zodda) Davis, Sloop
3. (Bargender) Teach, Sloop
4. (Martin) Rackham, Schooner.

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	D19	+3	4	17	3	5	0	265	--	--
2	Davis	Sloop	Q22	+3	6	0	5	7	0	--	--	--
1	Herdman	KC	Bx1	3	15							
3	Teach	Sloop	J23	+3	6	4	3	7	0	45	--	--
4	Rackham	Schr	C3	+3	5	0	2	7	0	--	--	--
3	Hornigold	KC	Z20	4	14							

The Board:

Guvs: Pro: 35, 46, 53, 31

Anti: 24, 54, 64

Merchants: 33(Br7), 23, 51, Q22, Q22

Warships: B7 @ D19

Destroyed Port: 14

Turn	Player	Action	Draw
22	1	BP moves 2+3 to Havana (G19) and anchors.	54
23	4	JR moves 1+3 to G5gc, Search - Storm= -5 spd	11, 14
24	1	BP weighs anchor, moves 5+3 to J16 & anchors	63
		Draw New Merchant	51, 41
25	3	ET moves 4+3 to Q22, Search 2 merchants	64, 12
		Random Event (reshuffle) Scurvy. ET 1 = sick -2 all ratings	15, 61
		Remove odd merchants, place merchant @ 66	66, 22
26	1	Sell loot = 212 NW, +2 N +2 Unr. Declare D&R, + 1 Unr	23
27	1	BP D&R. Herdman moves to DD20.	32
28	2	HD attacks P3: 3+6+3-3 > dr ¹² = 6, 30 to hold 1, 3 N, D&R	*B, 36
		Hostage 8+3 > 10 hostage @ 33 +5N. No torture, no D&R -1 UNR	43, *D
29	2	HD attacks N2: 3+6+3-2 > dr ¹² = 6, 60 to hold 2, 3 N, D&R	53, 12
		Hostage 2+2 < 10 no. No D&R -1 UNR	54
30	4	JR moves 1-2 -1 to G6gc	*A
		Draw New Merchant	16, 35
31	3	ET moves 1+3 to S19 (can't anchor)	11
		Random Event (reshuffle) Scurvy worsens. ET, MH & BH are OK	11
		Earthquake @ 32, Martinique destroyed	31
32	2	HD moves 3+3 to S19, anchors	21

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	J16A	+3	4	19	3	8	212	--	--	F
2	Davis	Sloop	S19A	+3	6	11	5	5	0	30	60	33
1	Herdman	KC	DD20	3	13sec							
3	Teach (sc)	Sloop	S19	+3	4sec	4	3	3	0	45	--	--
4	Rackham	Schr	G6gc	-2	5	0	2	7	0	--	--	--
3	Hornigold	KC	V20	4	12sec							

The Board:

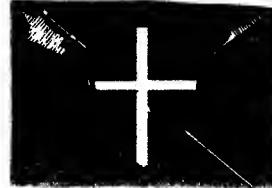
Guvs: Pro: 35, 46, 53, 31

Anti: 24, 54, 64

Merchants: Q22, Q22, 66, 54, 16

Warships: B7 @ D19

Destroyed Port: 14, 32



KINGMAKER

"King of Pain"

TURN 5

KoP

The Cast:

THE MAD HUNGARIANS (Dowrey): Percy [100], Lieutenant of Ireland [2150], Archbishop of York [190], Bishop of Durham [30], Burgundian Crossbowmen [30], Carisbrooke, Northampton [20]. Event cards (2), Crown Cards (4).

THE CALIFORNIA CONNECTION (Scott): Pole [30], Chancellor of England [50]; Scrope [10], Earl of Wiltshire [30], Chancellor of Cornwall [1150], Swansea [20], Leicester [20]; Holland [20]. Event cards (3), Crown Cards (2).

KNIGHTS OF THE PRIVY POT (Deb Anderson): Mowbray [50], Treasurer of England [50], Bishop of Carlisle [30], Burgundian Crossbowmen [30], Le Swan, Lancaster [20]; Hastings [10]. Event cards (2), Crown Cards (4).

THE STAFFORDSHIRE QUARTERSTAFFS (Shacklett): Stafford [30], Chamberlain of Chester [2150], Scots Archers [20], Le Lucas, Nottingham [20]; Neville [50]; Audley [10]. Event cards (2), Crown Cards (1).

WESTERN FRONT (Martin): Howard [10], Duke of Exeter [20], Archbishop of Canterbury, Le Rose, Bristol [30], Coventry [20]; Clifford [10], Earl of Worcester [30]. Event cards (3), Crown Cards (3).

Turn 4 Combat: Percy is besieging Newark.

Turn 5 Movement

Berkeley joins WF in Berkeley(F); Grey joins WF in Rockingham(J); moves J-Jh-Jk-Hm-Gk-Berkeley; Clifford moves Bristol-Berkeley. Howard moves Jk-Hm-Gk-Berkeley. Ship Le Rose sails to Bristol. Holland & Scrope, @ G-Jk-G1-Oxford (inside). Pole, w/ King Henry @ Rochester-Blackheath-Windsor-Wallingford-into Oxford. Duke of Lancaster joins TCC in Windsor then travel with Pole to Oxford. Le Swan to S30. Hastings moves Tutbury-Lm-Mh-Ne. Mowbray moves Castle Rising-Thetford-Royston-St.Albans-Hn-Daventry, uses free move card: -Coventry(c)-Eccleshall-Newcastle-Nh-Ne.

Combat: Percy finishes siege of Newark (Plague @ Berwick, 3-2 Victory, Killed Howard, Mowbray, and Scrope), captures Margaret and executes Dicky of Gloucester.

NOBLES: Audley @ Preston; Berkeley, Clifford, Grey & Howard @ Berkeley; Roos @ Ne; Hastings & Mowbray @ Ne; Neville & Stafford @ Milford Haven; Percy @ Newark; Dol, Holland, Pole, & Scope @ Oxford.

SHIPS: Le Lucas @ Milford Haven, Le Rose @ Bristol, Le Swan @ S30

HEIRS: King Henry @ Oxford w/ Pole, Margaret @ Newark(c) w/ Percy, Edward of Wales @ Kenilworth, Richard of York @ Fotheringhay, Edward of March @ Carisbrooke, Edmund of Rutland @ Beaumaris, George @ Milford Haven w/ Stafford, Richard of Gloucester (RIP).

Press: We are of the Knights of the Privy Pot, as we hold hold our noses a lot, and so let our foes beware to always have you have wind at your back, as you don't want to be upwind from us if we attack....

Turn 5 Crown cards: You drew _____.

Turn 6 Event cards:

MH draws Plague at Lancaster & Chester (n/e).

TCC & KPP each receive a card. _____.

SQ draws PIRACY: Stanley to Douglas (n/e).

WF draws PEASANT REVOLT: Constable of London to Blackheath (n/e), Stafford w/ George to Leeds.

Due next time are orders for Turn 6.



JUNTA
COUP ATTEMPT!!
Year 4



THE CAST: (and Table order)

Rick Copeland (Martini)
Chuck Hanna (Shades)
Wayne Morrison (Mustache)

Dave Anderson (Hat)
John Butitta (Stickpin)

STATUS: The Bank is safe. There is no Coup Excuse.
Martini: *EI Presidents* (1v), Bankers (7v), Peasants (3v), Socialists (5v), 3C, 28
Hat: Air Force CO, Admiral (2v), Conservatives (8v), Radicals (3v), 4C, 46
Shades: 2nd Brgd CO (1v), Labor Union (5v), 5C, 18
Stickpin: 3rd Brgd CO (1v), 4C, 18
Mustache: Minister, 1st Brgd CO (2v), The Church (10v), 4C, 18

TURN 4 Coup (continued)

Coup Phase 1: Stickpin moves his 3rd Brigade to East Middle Class Neighborhood. Mustache dispatches the Cops to the Docks (Strikers get First Fire) and 1st Brigade to first to S. River Suburb. Martini moves 4 Palace Guards to Cathedral. Hat lands Marines at the Docks (Cops get 1st fire on them). Shades moves 2nd Brigade to SW Middle Class area and chops the Strikers to Hat family.

Combat: Hat has the gunboat shell Palace Guards at Cathedral (6,3,3 -1 Gd) and assigns all three air strikes to Cathedral as well (2,2,2,6,6,5,4,1,6,6,5,4,3,3,2,2,1 = 5 hits, -3 Gds). Hat has Dockers fire at the Cops (5,3 n/e), then Cops (_____), then Marines (____). Firing is optional.

Press: The marines of Banania stormed ashore to be greeted by brave dock workers who were being violently oppressed by goverMENTAL forces. The dockers are now starting to sing the Bananian Marines theme song.... From the shores of Montezuma's revenge to the bar where the ladies are all Triple E.....

BOARD: * indicates first fire opportunity, locations in italics are objective areas

Stickpin: REBEL: 3rd Brgd CO: 6xTroops (East Middle Class Neighborhood)
Mustache: Minister, 1st Brgd CO: 6xTroops (S. River Suburb). 4 cop (Docks)

Martini: *EI Presidents*: n/a

Hat: REBEL: Air Force CO, Admiral: Gunboat (River), Marines (Docks), Paratroops (Radio Station), 5xStrikers (Docks*)

Shades: 1st REBEL: 2nd Brgd CO: 6xTroops (SW Middle Class area)

STATUS: The Bank is not safe. There is a Coup Excuse.

Martini: *EI Presidents* (1v), Bankers (7v), Peasants (3v), Socialists (5v), 3C, 08
Hat: Air Force CO, Admiral (2v), Conservatives (8v), Radicals (3v), Christian Democrats (5v), 2C, 06
Shades: 2nd Brgd CO (1v), Labor Union (5v), 2C, 06
Stickpin: 3rd Brgd CO (1v), 4C, 08
Mustache: Minister, 1st Brgd CO (2v), The Church (10v), 3C, 08

Due next: Combat orders for the next 2 2/3 volleys. Coup Phase 2 movement, starting with Moustache.

You have _ MP in hand and _ MP in the Bank.



HISTORY OF THE WORLD
CHRYSES
EPOTH I-#



THE CAST:

Azure: Martin
Orange: Anderson

Ebony: Nichols
Purple: Zlesake

Green: Wilson
Red: Morrison

EPOTH II:

BOARD:

EI: ESt, Hin, Tur, WSt
Gl: Lin(C,GM), EGH, PPl, PSD, Uln, WDe; **GV:** EAn(C).

OI: Lev, MT(C,f), UTl
PI: Cre(C), Nil(C,AM), Nub, Pal.
RI: Tar, Wei, Yel(C,f).

WI: LTM2,f,C), Zag.
Fleets: EMS (P).

SCORING (VP/SP): G(12/4), A(9/5), P(8/4), O(4/4), R(4/4), E(1/5)

ASSYRIA (E): Play "Religion", and "SS Migrants" @ 1E1 @ SAf, Con. Play 1A,C @ UTl(1OI r-MTl), EAn (5,1:2,1-1GV,C+c), Cau, Dni, NEP, CEu, BSb, LRh. Score: 1 + Religion(1) + C(1x2) + c(1) + Mid E(P-3) + India(P-2) = 10.

CHIN DYNASTY (K): Play "Jewish Revolt" (6,6,4:2 -1PI +1RI,cf), 1A,C, RM @ Wei (1RI r-Yel), A GPC, Che, SiK, Mek, Mai. Score: 4 + C(2x2) + c(1) + M(1x2) + Mid E(P-3) + China(D-4) = 18.

PHOENIX (VII): 1A,C,PM @ Lev (-1OI), 1F @ WMed, 1A @ Slb.

VEDA CITY STATES (P): Play "Upper Nile": 1PI,c,f @ UNl. Play 1A,C,PM @ Uln (1GI r-Lin), 2A @ Lin (6,5:1; 4,3:4; 2,1:4, 6,5:4 -1PI, 2GI,C+c), 1A @ GaV, GaD, Mai (6,4:5,2 -1RI). Score: 4 + C(3x2) + c(3) + M(2x2 +2) + S(2) + Mid E(P-3) + India(D-4) + S Eur(P-2) = 32.

GREEK CITY STATES (O): Play "Allies" and "Commerce", 1A,C @ Mor, 4F @ EMS (5,1:6; 6,1:6; 2,2:4; 2,2:3; 5,5:2 -3OF, 1PF), 1A @ Lib, Bal, 2A @ Cre (3,3:6; 6,2:3 -1OI, 1PI,C+c), Nil 4,3:5; 2,1:6 -2OI). Score: 4 + "Commerce"(1) + C(2x2) + c(1) + S(1) + Mid E(P-3) + N Afr(P-2) + S Eur(D-4) = 20.

SCYTHIANS (Q): Play 1A @ Cau (1AI r-???, ...)

SCORING (VP/SP): P(32/10), O(20/13), R(18/10), G(12+/11), E(10/13), A(9+/5+)

BOARD:

EI: Con, ESt, Hin, SAf, Tur, WSt; **EII:** BSb, Cau(?), CEu, Dni, EAn(c), LRh, NEP, UT(C,Religion,EM).

Gl: EGH, PPl, PSD, WDe; **GlII:** Cau, ...

OI: MTM2,C,f; **OIi:** Bal, Cre(c), Lib, Mor(C, Commerce).

PI: Nil(C,AM), Nub, UN(C,f); **PII:** GaD, GaV, Lin(c,GM), Mai, Uln(C,PM); **PIII:** Lev(C,PM), Slb

RI: Pal(c,f), Tar, Yel(2,C,f); **RII:** Che, GPC, Mek, SiK, Wei(C,RM).

WI: LTM2,f,C), Zag.

Fleets: EMS(O), WMS(P).

Game transcript and map are posted on the website.

Due now are Ebony retreat from Cau, Scythian orders, and, thereafter, Azure's orders. Since Ebony will again be last to hold/pass in Epoch III, we ought to be able to determine empires quickly online.

IMPORTANT: Look ahead a bit and if you occupy (or plan to occupy) the starting territory of an Epoch III empire or minor, send retreat instructions.



KREMLIN
No Wave
Turns 5.6-5.8

**CAST:**

Paul Bartlett: Bolsheviks Against Russian Treason (BART), 1 card
Mike Scott: The California Connection (TCC), 2 cards, 2 waves
Dave Anderson: Decaying Lientents Antequarians (DLA), 2 cards
Rudy Zoda: Red Zealots (RZ), 3 cards
John Butitta: Proletariat Workers against Imperialism (PWI), 3 cards
Cary Nichols Re-Education Development Society (REDS), 0 cards

POLITBURO:

Party Chief:	Talksalott (J)	79?+#20	TCC(9), DLA(7), RZ(8), PWI(2)
KGB Head:	Satin (O)	71w?+	REDS(10), DLA(1)
Foreign Minister:	Boremtodev (K)	66s	
Defense Minister:	Karrienko (N)	80	TCC(1)
Ideology Chief:	Patina (S)	61?	REDS(2)
Industry Minister:	Protsky (U)	56	
Economy Minister:	Nogoodnik (V)	55s	REDS(5)
Sport Minister:	Krakemheds (E)	79?+o	RZ(4), PWI(3)
Candidates: DG QR		People: CF(DLA 2)MWY(REDs 1)Z(DLA 1)	
The Wall: ABHPTX		Siberia: K(DLA 2)L	

TURN 5b**5.6 REPLACEMENT PHASE:**

Party Chief Talksalott shifts S to Industry & U to Ideology. REDS has Satin promote "M" to Candidate, aging 1 SP to 72.

5.7 REHAB PHASE: No actions.**5.8 PARADE PHASE:** Talksalott tries to wave (5) and fails, aging 1 SP to 80.

Due next time: Orders for Turn 8 Cure through Health Phases.

POLITBURO:

Party Chief:	Talksalott (J)	80?+#20	TCC(9), DLA(7), RZ(6), PWI(2)
KGB Head:	Satin (O)	72w?+	REDS(10), DLA(1)
Foreign Minister:	Boremtodev (K)	66s	
Defense Minister:	Karrienko (N)	80	TCC(1)
Ideology Chief:	Protsky (U)	56	
Industry Minister:	Patina (S)	61?	REDS(2)
Economy Minister:	Nogoodnik (V)	55s	REDS(5)
Sport Minister:	Krakemheds (E)	79?+o	RZ(4), PWI(3)
Candidates: DGMQR		People: CF(DLA 2)MWY(REDs 1)Z(DLA 1)	
The Wall: ABHPTX		Siberia: K(DLA 2)L	

LEGEND: s = strong, w = weak, + = sick, ++ = sick, o = Cure, ? = under investigation, _ = position is vacant, #xx = card in play

AoR

THE KNIGHTS TALE
G Wins!
Turns 10.4-10.6



ERRATA: Paris has "Industry" advance so receives \$60 more from card play. G has ON-1, is due a \$20 rebate for Galileo, and also has "Industry" so receives \$23 more. \$231+43 = \$274.

B opts to lose 9t rather than 84t.

The Cast (in Turn 10 Order)

BARCELONA (Butitta): \$82, 14C, 3K, 100M, ON-4, 9t
VENICE (Hanna): \$166, 9C, 5K, 200M, ON-2, 28t
PARIS (Frueh): \$157, 12C, 2K, 200M, ON-1, 30t
GENOA (Copeland): \$274, 16C, 1K, 175M, ON-1, 32t

Advances
A,B,D-F,H-L,N,P,R,Y
A,E,F,I-K,N,O,R-T,V
A,B,D-F,I-O,R-T,V-X
A,B,D-P,R,T,V-Y

Leaders are Vessalus (V, 1st), da Vinci (P, \$18), Galileo (G, \$15).

10.4: PURCHASE PHASE:

B (17-9t) buys "Laws of Matter" (C: \$20, 70 cr, 5 MR), Stabilization (86).
V (28t) buys Stabilization (\$15), "Human Body" (B: \$10, 50 cr, -1ML, +10 MR), "Cathedral" (H: \$80, 40 cr +1 ML, 25 MR), "Nationalism" (W: \$50, 10 cr, 5 MR). 40 MR buys -1 ML.
P (30t) rents Galileo (\$15 to G), buys "Master Art" (P: \$80, 60 cr, 5 MR), discards "Revolutionary Uprising", "Laws of Matter" (C: \$20, 70 cr, 5 MR), "Renaissance" (G: \$30, 90 cr, 100 MR), "Proselytism" (G: \$50, 40cr +1 ML, 0 MR), and Stabilization (\$1). Conducts Misery Relief: 110 MR x2 = -3 ML.
G (32t) buys Stabilization (\$1), ON-2 (\$10), "Laws of Matter" (C: \$20, 70 cr, 5 MR), "New World" (U: \$90, 70 cr, 25 MR), "Middle Class" (Z: \$70, 100 cr, 50 MR), and "Renaissance" (Q: \$50, 70 cr, 100 MR). Conducts Misery Relief: 180 MR x2 = -4 ML to 90M. Game ends this turn.

10.5: EXPANSION PHASE:

P (30t) uses Q to play before V, plays 4t(-c -PC) @ Gra, 4t(-c -PC) @ Fez, 4t(-c -PC) @ Pot, 4t(-c -PC) @ Val, 8t(-c -PC) @ Bor, 5t(-c -PC) @ Str (all attacks auto-win due to G), 1t @ PAR.
G (32t) uses Q to play before V, plays 4t(-c w/ H) @ Val, 8t(-c G:B:W = 6.5,5.5 -1BT) @ Ein, 6t(1.5,1.5 no) @ Chi, 7t(-c 3.5,5.5 -1BT) @ SAm, 4t(-c 3.5,6.4 -BC) @ WAf, 4t(-c 1.5,5.5; -PC) @ Salo, Burn 1t. -1ML to 80 M due to U.
V (28t) plays 6t(-c w/ H) Erz, 18t(-c 2,1;3; 4,1;5; 5,3;4 no) @ Chi, buy card (3t), burn 1t.
B (17-9t) plays 4t(+1T-c) @ Chi, 3t(-c, 6,8;5 -1GT) @ BAR, burn 1t. -1ML to 90 M due to U.
P (+5C) earns the expansion bonus card.

10.6: Profit Phase

P (16C) earns \$79+11. B (16C) earns \$79+56. G (14C) earns \$71+48+10. V (10C) earns \$55. There is a shortage of metal (1,5+3) and surplus (4,2+3) of grain. P gets the bonus card, B pays \$3.

Final Card Play Phase:

B plays Timber twice (P +\$96, V +\$6), Wine (G +\$80, B&P +\$20).
V plays Silk twice (P&G +\$144, B&V +\$8), Spice twice (B&G +\$162, P +\$72, V +\$18), Mysticism Abounds (V +2 ML, B +1 ML), Metal (P +\$150, G +\$54, shortage relieved).
P plays Newton (840 rebate) and Fur (B,G&P +\$28).
G plays Ivory/Gold as Ivory (G +\$90, B +\$10).

The Cast (in VP order)

GENOA (Copeland): \$735, 14C, 80M, ON-2
PARIS (Frueh): \$611, 16C, 150M, ON-1
BARCELONA (Butitta): \$416, 16C, 100M, ON-4
VENICE (Hanna): \$98, 10C, 250M, ON-2

Advances
A-Z 2755
A-G, I-T,V-X 1961
A,B,D-F,H-L,N,P,R,Y 1836
A,B,E,F,H-K,N,O,R-T,V,W 668

THE BOARD:

B: C @ Alex Alg Ang BAR Basq Bel Cal Chi Cre NAm Ser Sev Sue Tan Tol Tre; 1T @ Con Kam Ora Pal
G: C @ Cyp Ein GEN Lis Mar Nap Rom SAm Sic Tri Tun Val Var WAf
P: C @ Acr Alep Basl Bor Col Dij Fez Gra Lyo Mil Nur Pot Pra Salo StM Str; 1T @ Jer Lev PAR Tar Vie
V: C @ Bru Bud Dub Erz Flo Ind Kie Mon Smy VEN; 1T @ Gal Kaf Vie.

Press:

Mark to Rick - I congratulate you on the victory, however I am still steamed at you for renegeing on our "deal" ... it was a low blow and I will remember it for some time.

Due next time are end of game statements.



Puerto Rico

Turns 6-7



ERRATA: We allowed Butcher to buy Sm Warehouse on Turn 4 when he had insufficient cash. He had sufficient in Turn 6 to buy either the Sm Warehouse or the Hacienda, so that's what we'll do. He can spend either 3d for the market or 0d for the Hacienda since he hasn't used his special abilities of either. Butitta also has a third tobacco that got lost on Turn 3 or so.

Turn 6 (continued)

Martin chooses Mayor, placing colonists on the Harbor, Tobacco St, and Coffee plantation. Barrett places colonists on Sm Indigo & Indigo. Butitta places a colonist on Tobacco St. Fisher places colonist on open Indigo plantation, then moves colonists from Quarry, Hacienda, and Corn to L Indigo. Butcher places 1 colonist on Hacienda. Mayor places 10 colonists aboard ship. Craftsperson, Prospector, Trader receive 1d bonus.

Turn 7

STATUS:

John Butitta: Gov. Sm Market(x), Sm Indigo(x), Construction Hut(_), Hospice(x), Tobacco St(_x_). Indigo(x), 2xCorn(_), Quarry(x), 2xTobacco(_), Tobacco(x), 1d, 4 VP.

Ron Fisher: Hacienda(_), Hospice(x), Sm Indigo(x), L Indigo(xxx). 4xIndigo(x), Sugar(_), 2xQuarry(x), Corn(_), Quarry(_), Corn(_), Tobacco(_), 1d, 3 VP.

Tom Butcher: Sm Sugar(x), Construction Hut(x), Sm Warehouse(x), Hacienda(x), Corn(x), 2xSugar(x), 3xQuarry(x), SJ(1), 3?d, 2 VP.

Brad Martin: Sm Warehouse(x), Tobacco St(x_x), Harbor(x), Corn(x), 2xTobacco(x), Coffee(x), Coffee(_), 1d, 2 VP.

Paul Barrett: Sm Market(x), L Indigo(_x_), Sm Indigo(x), C Roaster(x), Sm Sugar(_), Quarry(x), Coffee(x), Indigo(x), 2xIndigo(_), Corn(x), Coffee(_), 2d, 0 VP.

Governor Butitta chooses Prospector (+2d).

Fisher chooses Craftsperson (+1d) and produce 5 indigo and 1 corn. Butcher produces 1 corn and 1 sugar. Martin produces 1 corn and 2 tobacco. Barrett produces 1 coffee, 1 indigo, and 1 corn. Butitta produces 1 indigo and 1 tobacco.

Butcher chooses Prospector (+1d).

Martin chooses Trader (+1d) and sells Tobacco for 3+1d. Barrett sells coffee for 4+1d. Butitta may sell Indigo for 1+1d or pass. Fisher Butcher

Barrett chooses ...

AVAILABLE BUILDINGS: All but Sm Market, Construction Hut, Sm Warehouse?, Hospice, Hacienda?.

AVAILABLE PLANTATIONS: Coffee, Corn, 2xIndigo, 2xSugar

AVAILABLE ROLES: Builder, Captain, Mayor, Settler.

COLONY SHIP: 10 colonists.

SHIPS: 6-ship, 7-ship (1 tobacco), 8-ship (2 Indigo)

STOCK: 48 colonists, 113 VP, 8 coffee, 5 tobacco, 7 corn, 10 sugar, 2 indigo

TRADING HOUSE: Tobacco, coffee

STATUS:

John Butitta: Gov. Prospector. Sm Market(x), Sm Indigo(x), Construction Hut(_), Hospice(x), Tobacco St(_x_). Indigo(x), 2xCorn(_), Quarry(x), 2xTobacco(_), Tobacco(x), 3d, 4 VP, Indigo, tobacco.

Ron Fisher: Craftsman. Hacienda(_), Hospice(x), Sm Indigo(x), L Indigo(xxx). 4xIndigo(x), Sugar(_), 2xQuarry(x), Corn(_), Quarry(_), Corn(_), Tobacco(_), 2d, 3 VP, 5 Indigo, 1 corn.

Tom Butcher: Prospector. Sm Sugar(x), Construction Hut(x), Sm Warehouse/Hacienda(x)?, Corn(x), 2xSugar(x), 3xQuarry(x), Sugar(_), SJ(1), 4?d, 2 VP, 1 corn, 1 sugar.

Brad Martin: Trader. Sm Warehouse(x), Tobacco St(x_x), Harbor(x), Corn(x), 2xTobacco(x), Coffee(x), 2xCoffee(_), Tobacco(_), 5d, 2 VP, 1 corn, 1 tobacco.

Paul Barrett: Sm Market(x), L Indigo(_x_), Sm Indigo(x), C Roaster(x), Sm Sugar(_), Quarry(x), Coffee(x), Indigo(x), 2xIndigo(_), Corn(x), Coffee(_), 6d, 0 VP, 1 Indigo.

Transcript and map are on the website.

SOC

Z Near Victory!

Turns 10.1-10.4

Ernst

The Cast: R Fisher (F) P Zieske (Z) M Scott (S) K Wilson (W) R Copeland (C)

ERRATA: Somehow I got the production wrong on 10.1.

Turn 10:

10.1 (F): Roll 6. W collects 2 lumber at c5. F&C collect 2 lumber and S 1 lumber at e4. Z collects 2 sheep at h2. Trade 1 lumber to C for 1 ore.

10.2 (Z): Roll 6. W collects 2 lumber at c5. F&C collect 2 lumber and S 1 lumber at e4. Z collects 2 sheep at h2. No trades.

10.3 (S): Roll 5. F collects 2 lumber at b3. F collects 3 grain from e3. S & W each collect 2 grain at f5. S trades 4 lumber for a brick, builds road at h3/l3 (-bl).

10.4 (W): Roll 6. W collects 2 lumber at c5. F&C collect 2 lumber and S 1 lumber at e4. Z collects 2 sheep at h2. ...

COMMODITY STATUS

Player	brick	grain	lumber	ore	sheep	Knights	cards	VP	Other
F	0	3	8	1	0	1	1	5	
Z	0	0	1	0	6	0	0	9	Road(7)
S	0	2	2	0	0	0	0	5	
W	0	3	7	3	0	1	0	4	
C	0	0	7	1	0	0	0	3	

BOARD:

Desert:	d5, g5
Forest:	b3(5), c5(6), e4(6), e6(10), e7(9), f6(8)
Grainfield:	b2(2), c4(12), e3(5), f5(5), g2(3), g3(4)
Hill:	c3(11), d6(3), f3(9), f4(2), h3(8)
Mountain:	b4(4), d3(9), e2(4), g5(11), h4(11)
Pasture:	c2(10), d2(8), d4(12), e5(8), f2(8), h2(6)
Port (S-1):	a2, a4, d1, f2, f4
Port (2-1):	b1(g), c6(s), e8(o), f1(l), g6(b), h1(s)
Water:	a1, a3, b5, c1, d7, e1, f7, g1, h5, i1, i3

Developments: Robber @ e5.

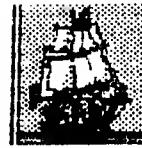
F: Cities:	e3/e4/f3;
	Settlements: b3/c3/c4, a2/b2/b3, e2/f2/e3
	Roads: b3/c3, e3/e4, b2/b3, e3/f3, b3/c4, b3/b4, d1/e2,
Z:	Cities: d2/d3/e3, g3/h2/h3
	Settlements: c2/c3/d3, d1/d2/c2, c1/c2/d2
	Roads: d2/d3, g3/h2, c2/d3, d2/e3, c2/d2, d1/e2, e1/e3
S:	Settlements: d6/e6/e7, e4/e5/f4, e5/e6/f5, f4/f5, f4/f6, g4/g5, g4/g6, h4/h5, h2/h3, h3/i3
	Roads: e6/e7, e5/f4, e5/f5, f4/f5, f3/g4, g4/g5, g4/h4, h2/h3, h3/i3
W:	Cities: f5/f6/g5, b4/c4/c5
	Roads: c4/c5, f5/f6, e6/f5, e5/e6, f3/g5, c5/d5, f3/g6
C:	City: d3/d4/e4
	Settlement: f3/g2/g3
	Roads: d3/d4, g2/g3, g2/h2, c3/d3, g2/h1



ON DECK

1830: Frueh, Zodda, Zieske
 1835: Hanna, Zieske
 1856: Hanna, Frueh, Zieske
 1870: Zieske, Hanna, Frueh, Martin, Bailey
BRITANNIA: Zieske
CIRCUS MAXIMUS: Frying
GUNSLINGER: Scott, Fowble, R Fisher; need 4 more
HISTORY OF THE WORLD, Pt 1: Zodda
MACHIAVELLI: Nichols.
MAGIC REALM: Butitta, Deb A
MERCHANTABILITY: R Fisher, Deb A
RUSSIAN CIVIL WAR: Scott
SILVERTON: Zieske, Deb A, Nichols
WIZARD'S QUEST: A Bargender, R Fisher, Deb A

OTHER POSSIBILITIES: 1829 (N OR S), AGE OF RENAISSANCE, AIR BARON, ATTICA, BALKAN WARS DIP, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, DUNE, EVO, GODSFIRE, KAMAKURA, KREMLIN, LITOFFI, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMARAI, STELLAR CONQUEST, TITAN.



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 DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 8 AUG 05

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail (waived if overseas). A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at: <http://hometown.aol.com/prbolduc/boris/borisindex.htm>

Source of the Nile



Turn 38



The Cast:

Brad Martin
 Andrew York

Jason Bargender
 Don Chinnery

D&D Anderson

Published this turn:

Previously Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2) and tribe L11 (the Mpahalele) in Z13, G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), M10 (the Kumbundu) in G22, L15 (the Bagaza) in J19, M36 (the Ruanda in J18, M37 (the Maleonde) in I22, P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), M1 (the Ankran) in P2, FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD6 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), M24 (the Gadamli) in FF7, and S2 (the Ngubane) in GG5, CC6 (veldt), BB6 (veldt, river to 5), BB5 (mountain, river from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), L5 (the Kgabo) in BB6, and M6 (the Dzelwi) in BB5.

Positions still available for fearless explorers. Contact Alan Bargender if interested.

STELLAR CONQUEST

Kurzon Dax: Processing orders for Production 20 and movement to Turns 21-24.